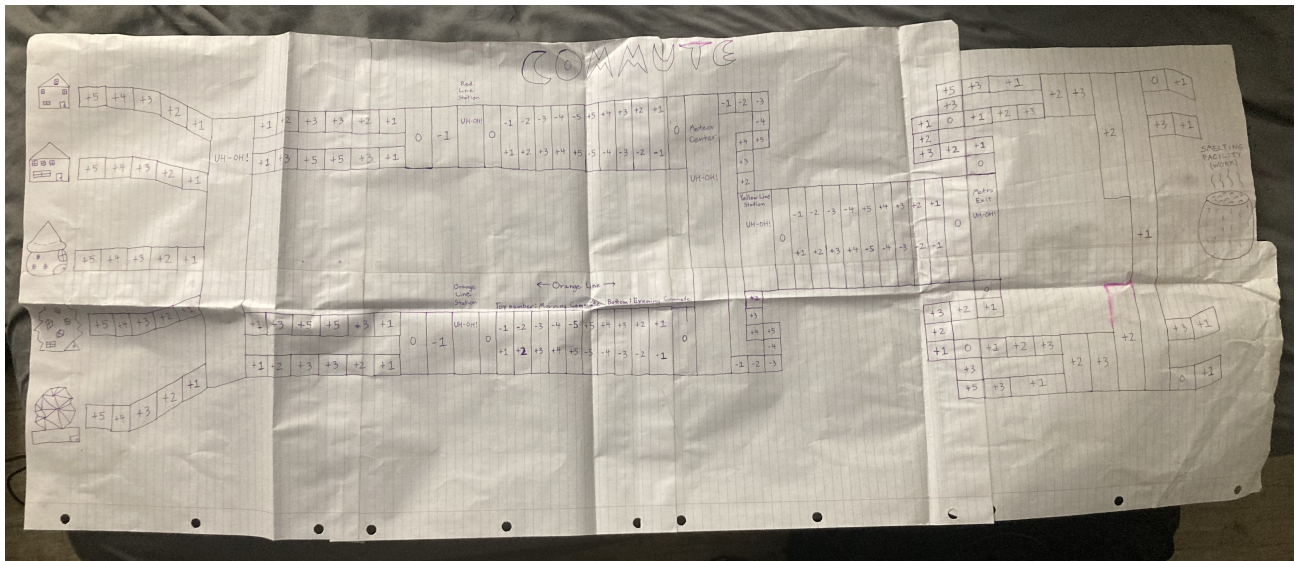# Commute

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Figure 1: The design for the board game "Commute", in its current form.

1 Rules

1.1 Objective

The objective of the game is to finish the game with the most Reputation Points (RP).

1.2 Order of play

1.2.1 Before the game begins

The game supports two to five players, plus a possible scorekeeper. It is best played with five players, plus one scorekeeper. Players choose a playing piece and a house, and are told to remember their piece and their house.

By default, the number of rounds played is equal to the number of players, but the players can agree on the number of rounds, even playing just a half of a round. Each round consists of two phases, a "Morning Commute", where the players start at their house and have to reach work, and an "Evening Commute", where players begin at work and are tasked with reaching their respective houses. Also by default, play proceeds clockwise during Morning Commute and counter-clockwise during Evening Commute, with the player who goes first rotating clockwise after each (dual) round.

1.2.2 At each round

At the beginning of each commute, each player is dealt three cards, from a standard card deck in which all jacks, queens, and kings have been removed (aces have a value of one.) Players play a card in order to move their piece the number of spaces of the face value of the card. Players may move their piece in any direction by the number of spaces shown on the card, but cannot double back on the path they are on (i.e. they must move along one direction.)

1.2.3 Reaching the goal

Players may play a card with a higher number than the number of spaces they have left to reach the end goal, in order to reach the end goal. A player in the end goal skips their turn on any subsequent turns, and cannot be affected in any way by other players for the remainder of that commute.

1.2.4 Moving other players

If a player's piece lands on a space occupied by another player, the newly-arriving player plays one of their two remaining cards, in order to send the other player in a direction of the newly-arriving player's choosing, by that number of spaces. If this move results in the second player occupying the same space as a third player, then the second player plays a card to send the third player in a direction of the second player's choosing, and so on. If a cascading effect of moves causes a player to run out of cards, and they must play a new card, then a card is drawn and played individually until the cascade stops.

1.2.5   Uh-Oh! cards

Players who land on an "Uh-Oh!" space, including players who have been moved there by another player, must draw a specially-made "Uh-Oh!" card and suffer its effects.

1.2.6   End of turn

At the end of each turn, each player who has played any playing cards replenishes their hand by drawing new playing cards until they hold three cards.

1.3   Scoring

1.3.1   Scorekeeping

Players, or a scorekeeper, keep a tally of their number of "minutes", starting at zero at the beginning of each commute. When a player plays a card to move their own piece, they add the face value of the card to their number of minutes, plus the modifier shown on the space on which they land on the game board. If a player is moved to a new space by another player, the moved player suffers the effect of the modifier that they land on, but does not add the value of the card played by the other player to their number of minutes.

1.3.2   Round scoring

In Morning Commute, the players lose one reputation point for every minute on their tally below one hundred, after they reach work. If a player has over one hundred minutes when they reach work, they lose seven reputation points, in addition to the number of minutes by which they were over one hundred.

In Evening Commute, the player who reaches their house with the fewest number of minutes gains twenty reputation points, and the remaining players receive reputation points equal to twenty minus the number of minutes they have more than the player who finished with the fewest minutes.

Some "Uh-Oh" cards introduce other effects into the game, which may add or subtract minutes or reputation from players.

1.3.3   Winning the game

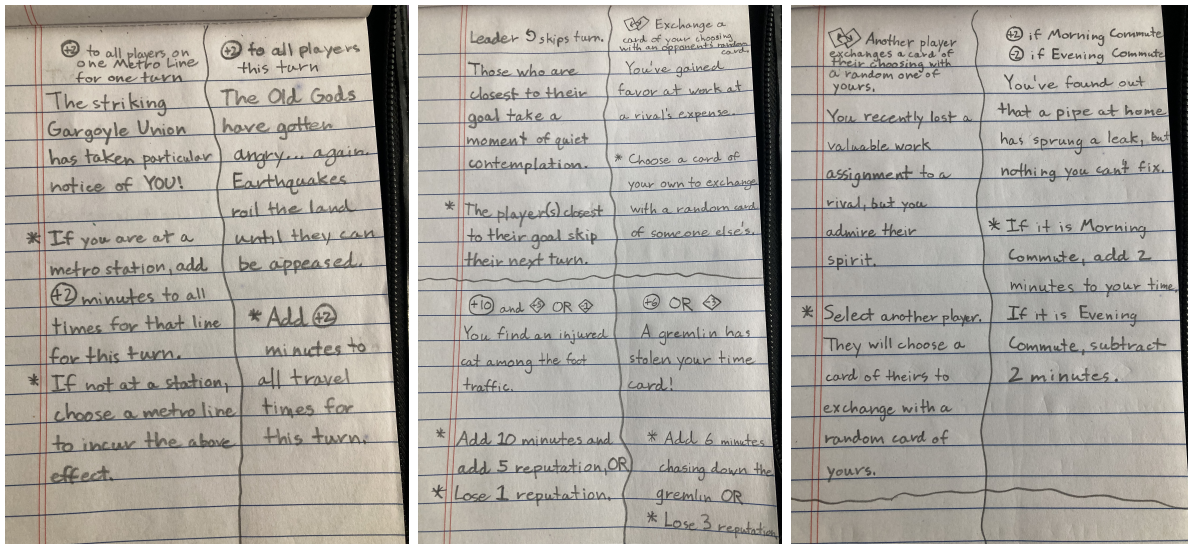The player who has the most reputation points at the end of the agreed-upon number of rounds wins the game!

1.4 Uh-Oh Cards

Figure 2: A sampling of Uh-Oh! cards.